

# Advanced Dungeons & Dragons®

## WARLORDS

*Great  
Adventures  
Avalon*

ON

Advanced D&D  
2nd Edition Rules



by David "Zeb" Cook

Based on the 1984™ Advanced Dungeons & Dragons® Basic Rules.



# Advanced Dragonlance

## WARLORDS

*The Great  
Adventures*  
continued

ON

### PRINCE MARSEI

Richard Cummings

David "Zeb" Cook

A D&D ADVENTURE designed for one player.

# TRUMP PROJECT



Advanced  
Dungeons & Dragons

WILDCARDS

Special  
Adventure

Special  
Adventure

You Are  
**LORD KENSHIN**  
Baron of Udder



David "Zeb" Cook

A D&D SOURCEBOOK™ Special Adventure, published by TSR, Inc.

## THESE PROPOSALS





## ROLE-PLAYING in the ORIENT

It's an old, old story, for you and a friend to go off on a journey full of magic and adventure.

One of you will take the part of Prince Maugen, a descendant of the kingdom of Fu. The other will be his ally and his playmate, the other player.

In the days to come, on a fog-shrouded shore, the prince returns to Fu. He's longer a prince. During the coming days, he must struggle with the forces you will oppose. Learn Maugen's story, and determine who, you think, will be opposed. After several days, the prince will be fighting to keep control of a land that has come to hate him.

Either of you can win. Or neither of you can die.

This is an exciting game of hand-to-hand combat, sword movements, and subtle negotiation all in the oriental style. No dice are required. Instead, a hand-held Japanese bamboo game counter has the advantage of combat and other encounters. A journey to Fu is a journey to real and true peace.

**PLAY ANYTIME ANYWHERE!**

**PLAY MANY TIMES!**

**THE GAME IS ALWAYS DIFFERENT!**

The Oriental Game of Fu, **ANYTIME ANYWHERE!**  
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THE  
ORIENTAL  
GAME OF FU



THE  
ORIENTAL  
GAME OF FU

